



CREATURES

Clyde Radcliff Exterminates All The Unfriendly Repulsive Earth-ridden Slime

LOADING INSTRUCTIONS

DISK VERSION:

Insert disk side A and
type **LOAD** "*",8,1
(RETURN).

Creatures will load
automatically.

Creatures is a multi-
load game: follow all on-
screen instructions to
play.

CASSETTE VERSION:

Insert tape into tape
player, making sure it's
rewound on Side A.

While holding down
SHIFT key, press
RUN/STOP. When the
screen prompts you,
press play on player.

Creatures is a multi-
load game: follow all on-
screen instructions to
play.

Out in the nether regions of deepest space (in the far bottom right of the Milky Way) lies a small, insignificant little planet named **Blot**. Although a pretty place, it's deserted after its inhabitants were forced to flee from an awful fate — being called by such an unhip name as **Blotians**. As soon as they were able, they built a crude but sufficient colony ship and spluttered off into space in search of a trendier planet. Until such a place was found they renamed themselves **Fuzzy Wuzzies** in search of real hipness.

Unfortunately, a collision with an asteroid led to a crash landing on **Earth**. As luck would have it, they landed in some blue wobbly stuff — commonly known as the **Pacific Ocean** — next to an undiscovered island. After the Fuzzy Wuzzies swam ashore they promptly began building a village and named the island '**The Hippest Place in The Known Universe**'.

What the Fuzzies didn't know was the existence of bad tempered **Demons** living on the far side of the island. These demons were enraged by all the noise made by the cheerful Fuzzies, and hated even more the ridiculously silly island name.

The Demons came up with a cunning

plan to put an end to the commotion and general good time being had by these intruders — they invited them to the biggest party ever held on the island. Fuzzies cannot resist a good party, and all of them brushed up their fur and attended. But just as they were starting to enjoy themselves the Demons threw a net over everyone and carted them off to their **Torture Chambers**.

The only one who wasn't caught was **Clyde Radcliff**, a tanked up little Fuzzy already throwing up in the bushes. The next morning Clyde woke up with a splitting headache and breath so bad it could scorch a tree at six paces. Nevertheless, our courageous little hero vowed to destroy the Demons and rescue his fellow Fuzzies.

GAMEPLAY

Each stage in the game represents part of the island. Once the end of the stage is reached and completed, Clyde enters a **Witches Hut**. Inside is a good witch who has a Fuzzy fetish and offers to mix **Magic Potions** which, when drunk by Clyde, give him special weapons.

However, to enable the witch to mix any potions, she needs ingredients. These are

in the form of '**Magic Potion Creatures**' found during each stage. It's important for Clyde to collect as many MPCs as possible before entering the hut, so that he can obtain better potions from the witch.

An enemy will only be killed if it flashes white when hit. Some enemies that appear to be completely separate from each other will in fact be 'linked'. If any of these are hit, the rest of the linked enemies will also be hit.

Once two stages have been completed, Clyde is not automatically put onto the next level. He will first find himself in a Torture Chamber. This is the location of one of his friends who must be saved to proceed any further.

CONTROLS

GET READY: Joystick LEFT/RIGHT — music ON/OFF

IN-GAME: Run-stop — pause (move joystick to resume)

Q (from Pause) — Quit

CLYDE: Pushing **UP** makes Clyde jump. If **FIRE** is depressed, Clyde will fire (using the

current weapon). If **FIRE** is held down for a second and then released, Clyde's bad breath will be used and he will breathe a large flame. Pulling **DOWN on the joystick and then pressing FIRE** will present you with the 'weapons tablet'. **Keeping FIRE pressed, pulling LEFT and RIGHT** will enable you to view the weapons, and **releasing FIRE** will select the chosen weapon. Note: only the weapon purchased in the shop will be displayed in the weapons tablet. The weapon's grade is indicated by its colour: Red — grade 1; Green — grade 2; Blue — grade 3.

SHOP: (When the weapon tablet appears) Joystick LEFT/RIGHT — view all the weapons

FIRE — Buy weapon (at its indicated grade). A weapon will only be added if you have enough Magic Potion Creatures for the witch to use as ingredients, and the weapon is not at its maximum grade (grey).

You can also buy information from the witch by selecting the '**I**' icon. She can give you up to three clues, helping you complete the next Torture Screen. Selecting the '**E**' icon will exit the shop and continue the game.

CREATURES is another in an on-going series of software entertainment products to thrill and captivate and is brought to you by

THALAMUS

Game conceived and created by

APEX COMPUTER PRODUCTIONS

Programmed by **John 'Playboy' Rowlands**

Graphics, music and sound FX by **Steve 'Superslick' Rowlands**

With help from (and big drinks to): **Dave** 'Eat my dust and count my Vs' **Birch** (loadsahype); **Franco Frey** (money management); **Oil Frey** (creative cover art); **Andy** 'Southern Comfort' **Smith** (numero uno play tester and supplier of invaluable ideas); **Rob** 'It's okay I'm fully comp.' **Ellis & Miles** 'TLH' **Barry** (technical desistance); **Andy** 'Now you see it - now you don't' **Roberts** (creative consultant); **Rob** 'Dig those waitresses' **Hogg** (constructive criticism); **Mum** and **Dad** (big, shiny new office and unconstructive criticism); **Carol Kinsey & Richard Eddy** (show-stopping Bug frenzies).

This game is dedicated to **Mr & Mrs Rowlands** without whose help it would not have been possible



In the improbable event of this product being faulty, please return it to the original place of purchase.

Audiovisual concept, label and program

© 1990 THALAMUS LIMITED

**1 Saturn House, Calleva Park, Aldermaston,
Berkshire RG7 4QW**

Unauthorised copying, hiring, lending, munching, public performance and broadcasting of this product are strictly prohibited.

YOUR FREE FUZZY COMES WITH THE COMPLIMENTS OF THALAMUS

CARE OF YOUR FUZZY WUZZY

ADOPTION

By purchasing **CREATURES** you have automatically adopted a Fuzzy Wuzzy. It thinks of you as Mummy because, as far as the Fuzzy Wuzzy, is concerned, you gave birth to it when you opened the **CREATURES** packaging. You are now well and truly lumbered. You're free to name the Fuzzy Wuzzy what you like, but beware — historical records have proven that Fuzzy Wuzzies named Mildred get quite annoyed. Please study the following guidelines so you may care for your offspring in the appropriate manner.

SEXING

Unfortunately, there is no way to clearly sex a Fuzzy Wuzzy. The best guideline is as follows: If it gives birth to a litter it's female, if it doesn't it's a male.

FEEDING

No food on earth has proven suitable for the

Fuzzy Wuzzies' digestive tract. Go on, try something — anything. Place it next to a dish of something. It'll just sit there and stare at it until the dish is removed.

EXERCISE

Fuzzy Wuzzies love being taken on very long walks in the countryside. However, they only enjoy this activity when being carried.

GROOMING

As Fuzzy Wuzzies remain stationary for most of their natural lives the grooming necessary is the occasional flick with a feather duster. This activity is also highly stimulating for Fuzzy Wuzzies.

TRAINING

Your Fuzzy Wuzzy can be taught many appealing tricks as it grows. Leaping through hoops is a speciality, though it may require some encouragement from behind.

SAUSAGES

Beware placing sausages (cooked, fresh or frozen) in front of your Fuzzy Wuzzy as it thinks sausages are natural enemies and will attempt to outstare it.

There's one rule you must follow above all others: Never, never ever, allow the Fuzzy Wuzzy to get wet. It can't swim.

ISTRUZIONI PER IL CARICAMENTO VERSIONE DISCO

Inserire il disco e digitare **LOAD “*”**, **8, 1**
Creatures caricherà automaticamente. *Creatures* è un gioco a multi-caricamento: seguire tutte le istruzioni sullo schermo per giocare.

VERSIONE CASSETTA

Inserire la cassetta nel lettore, facendo attenzione che sia riavvolta sulla parte **A**. Tenendo premuta la chiave **SHIFT**, premere **RUN/STOP**. Premere **PLAY** sul lettore, quando verrà suggerito dalla schermata. *Creatures* è un gioco a multi-caricamento: seguire tutte le istruzioni sullo schermo per giocare.

Fuori, nelle regioni inferiori del profondo Spazio (all'estremità più bassa della Via Lattea) giace un piccolo, insignificante pianeta chiamato **Blot**. Benché sia un bel posto, esso è disabitato, da quando i suoi abitanti furono costretti a fuggire da un terribile destino: essi erano i **Blotiani**.

Non appena fu loro possibile, essi costruirono una rozza colonia orbitante nello Spazio, alla ricerca di un altro pianeta. Quando lo trovarono, si ribattezzarono come **Fuzzy Wuzzies**. Ma, un giorno, una collisione con un asteroide li scagliò contro la terra.

Fortunatamente, atterrarono su una strana sostanza azzurra, comunemente conosciuta come **Oceano Pacifico**, vicino ad un'isola sconosciuta da tutti. I Fuzzy Wuzzies nuotarono fino a riva, e iniziarono a